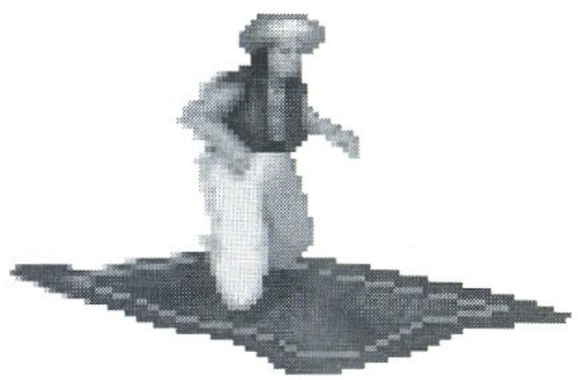
MAGIC CARPET 2

THE NETHERWORLDS™

PC-CD

BULLFROG®
PRODUCTIONS LTD

762305



Magic Carpet™ II Playguide

PLEASE! PAY TO PLAY, OR EVERYONE LOSES

Developers of computer software use the money they make from the sale of their products to stay in business. If potential customers steal their goods and services, prices must be raised to compensate for the losses. Soon legitimate customers can't afford to pay the higher prices, and everyone loses.

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The Coming of the Master Demon

The world never learned that it was you, a mere apprentice wizard, who restored equilibrium to the shattered realms. And it will be centuries before the great historian Molenubar recounts the history of the Wizard War and the great part that you had to play. Yet you are content, as you walk anonymously among people who owe you their lives, to leave necromancy to those foolish enough to risk their immortal souls through dabbling in the black arts.

But there is a world beyond this one, unseen by man, which can only be visited by the dead. This is the Netherworld, a world of demons and lost souls forever sundered from our own. It is from this dark realm that the Master Demon emerged, Vissuluth the Dark One. He had feasted on the souls of those damned to the Netherworld for an eternity, and grown powerful enough to bridge the great gulf between his world and ours. Now this demon of darkness and his dreadful minions are threatening the world of men.

Vissuluth's sudden apparition causes panic among the populace. Is there no one who can save them, no hero who will emerge when the hour is darkest? It is the appearance of your old master Kafkar, his soul enduring the damnation of the Netherworld, that convinces you to take up the wizard's mantle again. With his ethereal guidance you are prepared to enter the Netherworld itself, face the forces of darkness in their own realm and destroy Vissuluth before he can threaten mankind. Once more you are prepared to take a Magic Carpet ride into danger – emerge victorious and who knows what destiny awaits you.

A Flight into Terror...

Destroying Vissuluth and his evil spawn will be no easy task. Fortunately, you have the assistance of Kafkar who, with his soul trapped in torment in the Netherworld, uses what little of his magical powers remain to guide you. He will inform you of the tasks you will have to perform in order to vanquish the manifestations of evil that assail you.

All in all, Vissuluth is lord over twenty-five demon-filled realms. The birds and beasts in each have been corrupted by his evil and will attack you in hordes. Moreover, seven of the Master Demon's servants are at large, each one more powerful than the last, and they will stop at nothing to destroy you.

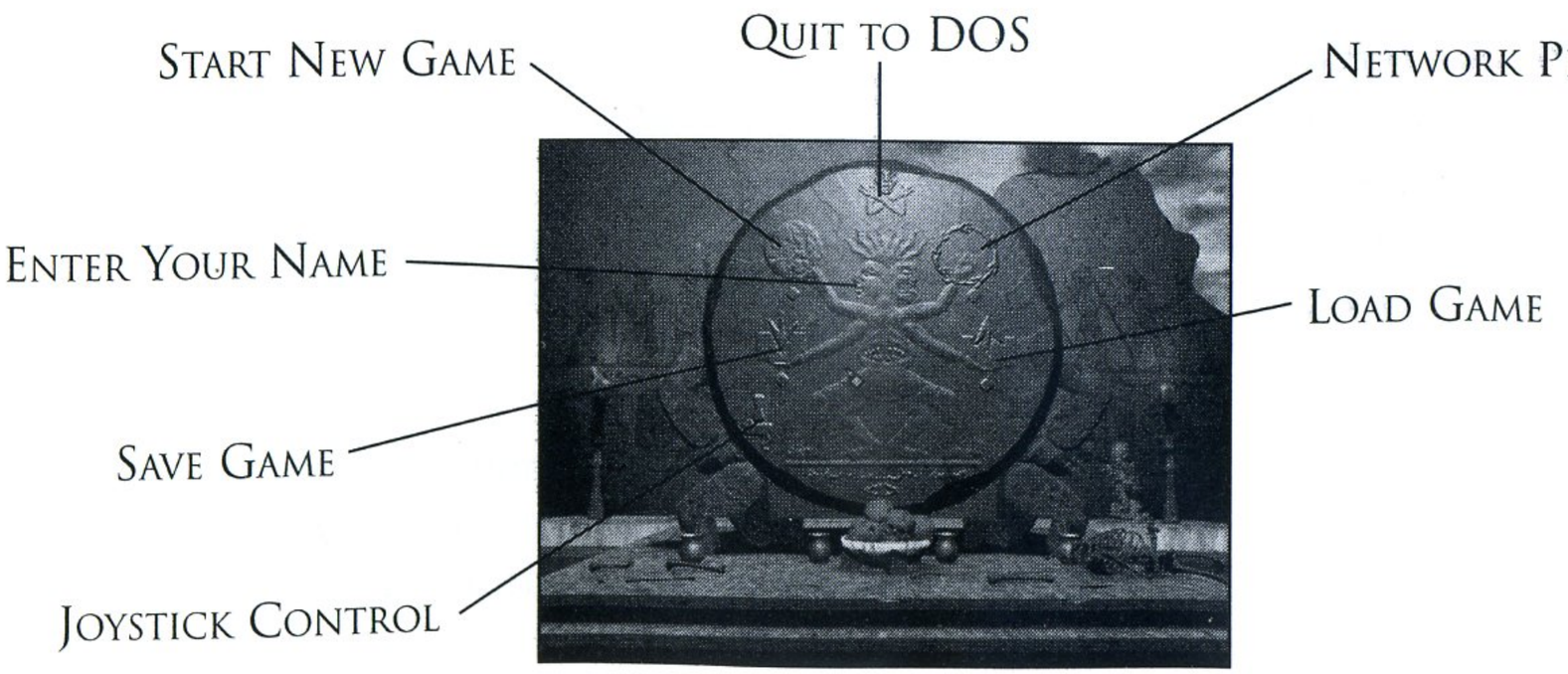
This quest is fraught with perils of all kinds. Your first priority must be to gather as much mana as you can into your castle in order for you to have the strength for the battles ahead. To assist you,

Kafkar will uncover the spells hidden in each realm; gather these and cast them wisely. When evil has been vanquished in one place, you are hurtled onto the next mission with barely enough time to gather your thoughts.

Survive all this and you will be drawn into the ultimate confrontation with Vissuluth himself. He has woven a wall of impenetrable darkness around his black fortress. Only when you have come face to face with the Master Demon and destroyed him is your task complete. Remember the sage advice – be wary, fly well and cast evil forever from the world.

When you've girded your loins for the task ahead, **left-click** the mouse or press **Enter**; the Stone Tablet of Janus is revealed to you.

The Stone Tablet of Janus



The Stone Tablet of Janus is your mystical gateway into the Netherworlds. This ancient device is etched with runes and the figure of the two-faced demon Janus. Use the mouse to highlight any of the runes with the cursor; activate these mystical devices with a **left-click**.

QUIT TO DOS

Nervous? If not, you should be! **Left-click** to unroll the scroll and escape your confrontation with ultimate evil with a **left-click** to the checkmark icon. **Left-click** X if the shame of exit is too much to take.

START GAME

Left-click the globe icon and you're presented with the Netherworlds Map screen. It is only from here that battle can commence (see *The Netherworlds Map* on p. 5).

NETWORK GAME

This icon only becomes active when you're attached to an appropriate host network. For details of *Magic Carpet II* network play, consult the accompanying *Reference Card.*

ENTER NAME

Left-click Janus' head to enter your name in the annals of history. Type in your name on the scroll using the keyboard, using the **Delete** key to erase unwanted characters, and then **left-click** the check-mark icon to confirm. Alternatively, **left-click** X and the scroll closes without saving your name.

LANGUAGE SELECTION

From the mouth in his stomach, Janus can speak in many tongues; **left-click** here for the Language Selection screen. To choose the language in which all the in-game text will be displayed, repeatedly **left-click** the eye icon beneath the national flag display until the appropriate flag appears. When you're happy with your selection, return to the Stone Tablet with a **left-click** to the head icon.

SAVE GAME

Left-click the Save Game icon and when the scroll opens use the mouse to highlight an available slot. Type in a new name on the keyboard, using the **Delete** key to erase unwanted characters, and confirm your decision by **left-clicking** the checkmark icon. If you decide not to save your current adventure **left-click** X.

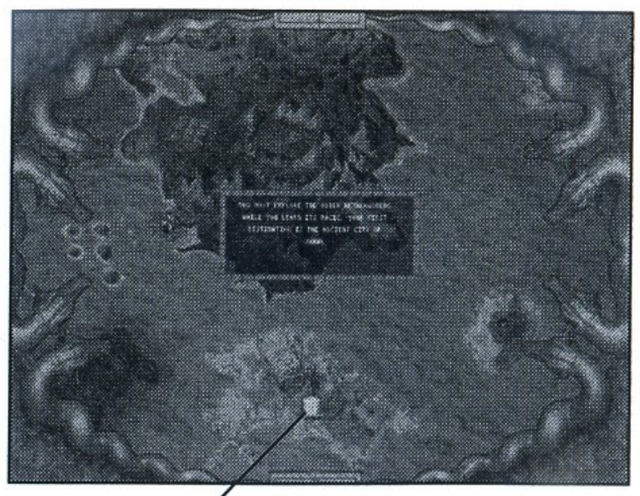
LOAD GAME

Left-click this icon and when the scroll opens use the mouse to highlight the saved game you would like to resume. **Left-click** the occupied slot and then confirm your decision with a **left-click** to the checkmark icon. If you have a sudden change of heart, **left-click** X and the scroll closes.

JOYSTICK CONTROL

If you would prefer to control your magic carpet with a joystick rather than using the mouse and cursor keys, activate this icon and **left-click** the checkmark. Details of the devices supported by *Magic Carpet II* and configuring joystick controls can be found in the *Reference Card.*

The Netherworlds Map



ENTRANCE PANEL

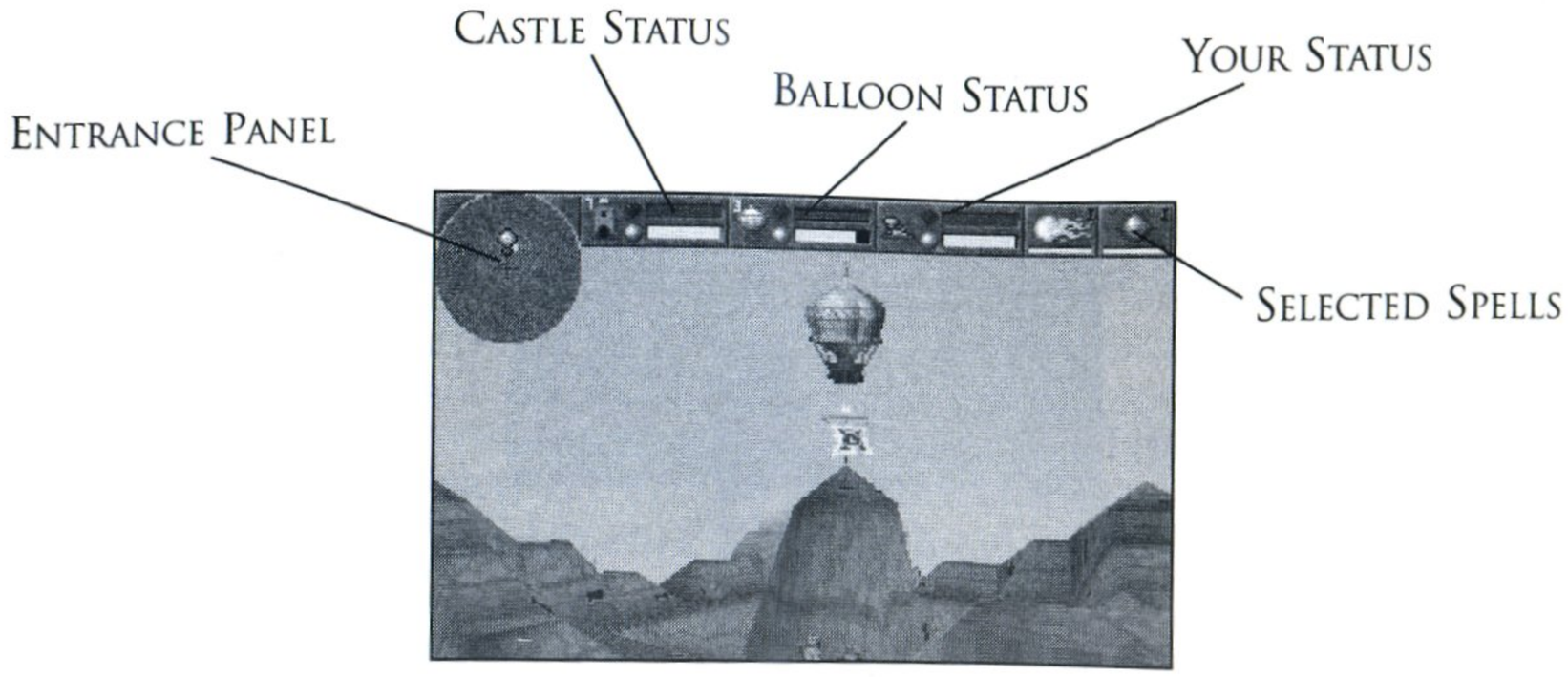
Herein is displayed the whole of Vissuluth's domain. Now you see the scale of your task. It is a vast area made up of many different environments, each one containing untold terrors.

To view the entire area, use the mouse to move the cursor to the edges of the screen and scroll the map in a particular direction.

When you commence your quest, as yet untried against the awesome power of Vissuluth and his minions, Kafkar gives you access to the first of the Demon Lord's twenty-five realms. You enter through a magic portal; **left-click** here and you're hurtled into action on the Game screen (see *The Game Screen* on p. 6).

When you successfully complete a mission, you return to the Netherworlds Map to find your flag marking the newly-delivered land. Another portal has appeared through which you must pass to continue the battle.

The Game Screen



When you leave the Netherworlds Map for a new mission, the realm which you are to purge opens up before your eyes.

Mission Objectives

As you arrive, Kafkar reaches through the Netherworld limbo to deliver your first mission objective. This takes the form of a short message. There is a red arrow on the All-Seeing Eye guiding you towards the current objective. A mission can have any number of objectives of varying complexity; as you complete each one Kafkar gives you a new objective until the evil servants of Vissuluth have been wholly eradicated. When the next mission objective appears, the All-Seeing Eye is updated to guide you towards it.

An update on the current mission objective can be seen at any time by pressing **O**; the message re-appears on screen.

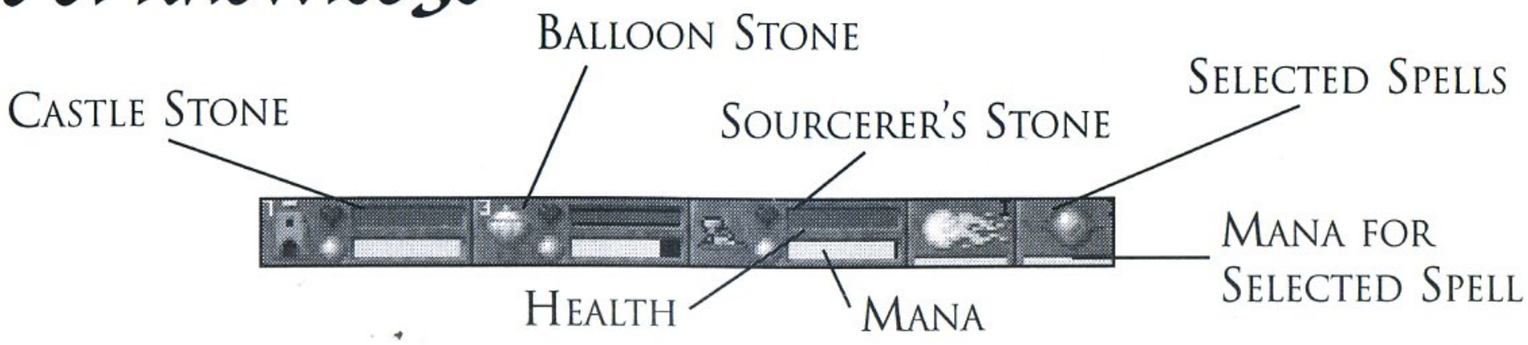
For a guide to the whole of Vissuluth's domain, consult the *Appendix* on p. 26.

The All-Seeing Eye

This displays the landscape of the current realm. You and your carpet are always at the center of the eye, where your position is marked by a cross. Other objects are color-coded so that you can recognize the next objective, as well as the places where danger lurks and mana can be collected.

A complete key to the All-Seeing Eye can be found in the *Reference Card*.

The Stones of Knowledge



The three Stones of Knowledge at the top of the Game screen are engraved with mystic runes which display your status. The white marks on the mana bars of the Castle and Sorcerer's stones display the level of your stored mana. Your stone flashes red to let you know when your mana is under threat:

THE SORCERER'S STONE

This shows your status, with the red bar displaying your health and the white bar beneath your mana.

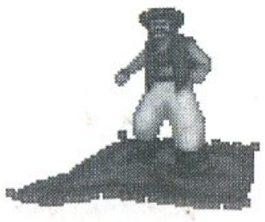
THE CASTLE STONE

The red health bar lets you know how near your castle is to destruction. On the mana bar the gray area shows the maximum amount of mana the castle can hold, and the white area is the proportion of this space currently occupied.

THE BALLOON STONE

Keep an eye on your balloon's health. If the balloon bursts, all the mana it's carrying is lost; the castle then immediately dispatches another balloon. The thin white line in the mana bar indicates how much precious mana your balloon is currently carrying.

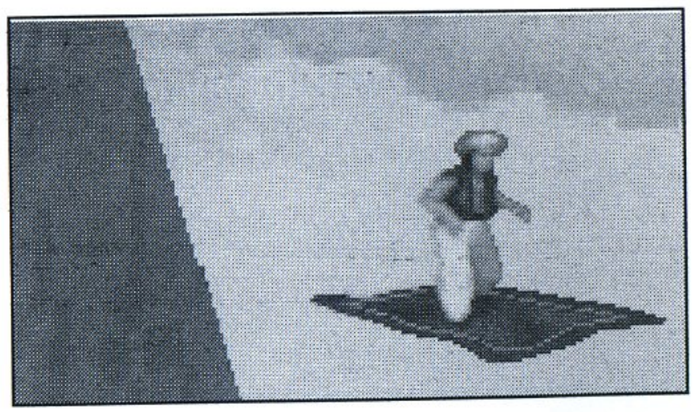
Note: The Castle and Balloon stones remain blank until you cast the Castle spell (see *Spells and Spell Casting* on p. 11).



THE SPELL STONES

These two smaller stones show the currently selected spells, and the mana bar indicates whether you have the power to cast the spell and how often (see *Spells* on p. xxx).

Controlling the Carpet



The skilled maneuvering of the carpet is absolutely essential to your continued survival. You control the Magic Carpet with a combination of keyboard presses and mouse movements.

Control the altitude of your magic mount and the carpet's direction with the mouse; move the mouse forward to sink to earth and back to soar skywards. Moving the mouse left and right turns and banks the carpet.

Speed and direction are controlled using the keyboard cursor keys. Press **up** to fly forward; repeat presses increase your speed. Press **down** to reverse; press **down** repeatedly to get out of trouble even faster. Use the **left** and **right** keys to dodge incoming spells by moving the carpet sharply to either side.

When playing with a joystick, the keyboard cursor keys control speed and sideways movement, while the joystick controls altitude and direction (for details of joystick play, see the *Reference Card*).

Note: Luckily, however hard you try and however badly you fly, it's impossible to crash into the ground, walls or buildings.

Collecting Mana

This is the key to maintaining your health and spell casting power. A fixed amount of mana exists in each realm, hidden along with spells and within possessed people, animals and demonic creatures. Destroying aggressors frees the mana, which is then yours to claim. Mana cannot be destroyed, no matter how hard you try.

Mana exists in three states: yours (white), enemy (enemy color) and neutral (gold).

To change the state of mana, you must cast a possession spell (see *Spells and Spell Casting* on p. 11). Mana boosts your power as soon as you've possessed it. However, to keep it safe from Vissuluth's demonic forces it needs to be transferred back to your castle, although even then it can come under threat if your fortress is attacked.

People

When you possess a house or tent, the occupants' mana comes under your control (although you can't move it back to your castle). The people who live in towns come in three varieties: town people, traders and builders. Town people stay put, builders construct new dwellings for the expanding population, while traders wander from town to town pedaling their wares. When a town reaches a certain size, it creates its own army of archers to protect it, and if the town is in your possession they will aid your cause.

However, all this potential for good can be ruined if you fire on defenseless townsfolk. The occupants will attack, causing you to lose mana rather than increase your power. It might be tempting to fire off a few spells just to test the water, but resist the urge – it'll cost you.

Pausing the Game

If the action's coming thicker and faster than you can cope with, or if you've been so absorbed in saving all of the possessed realms that you've neglected to eat, press P to pause the game and catch your breath; the Pause menu appears (for details of the Pause menu, see the *Reference Card*). When you're refreshed and ready for the fray, press **P** to resume play.

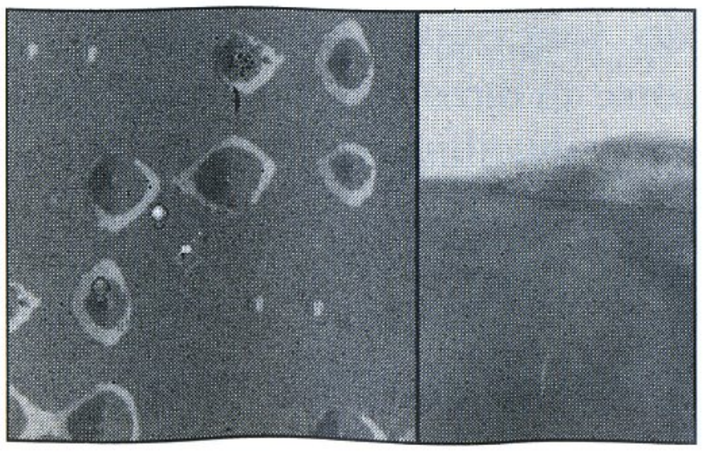
Completing the Mission

When all the objectives have been achieved and the realm is safe, you are instructed to fly to the exit point. This is marked on the All-Seeing Eye with a red cross. When you reach the exit point you're transported back to the Netherworld Map. The purged realm now boldly flies your flag. Don't reflect on this victory for too long, as Kafkar has opened another portal through which you must fly into even greater peril.

Failing the Mission

If you're killed before you complete all the mission objectives, and your castle is still standing, press **Spacebar** to continue the level. If you had no castle before you died, press **Spacebar** to return to the beginning of the level. (Press **Escape** to return to the Netherworlds map.)

Mission Map Screen

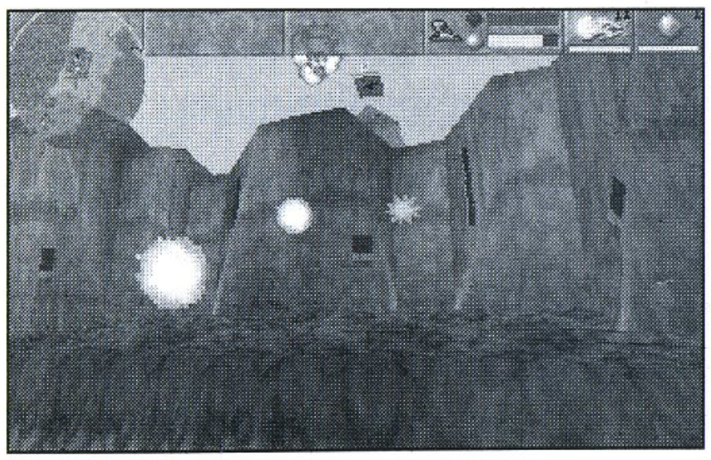


For a detailed look at the entire realm during a mission, press Return for the Mission Map. This superimposes a larger version of the All-Seeing Eye on left hand side of the Game screen, but you can still control your carpet in real-time on the right hand side. The key to all the objects on view is exactly as it was for the All-Seeing Eye (see the *Reference Card*).

When you've got your bearings, press **Enter** again and the Mission Map closes.

Spells & Spell Casting

Spell Casting



You begin the game without a single spell to your name, but can pick up the spells as Kafkar locates them in each realm. A hoard of mana is often hidden along with a spell, or it can be watched by some fiendish demon – so watch your back.

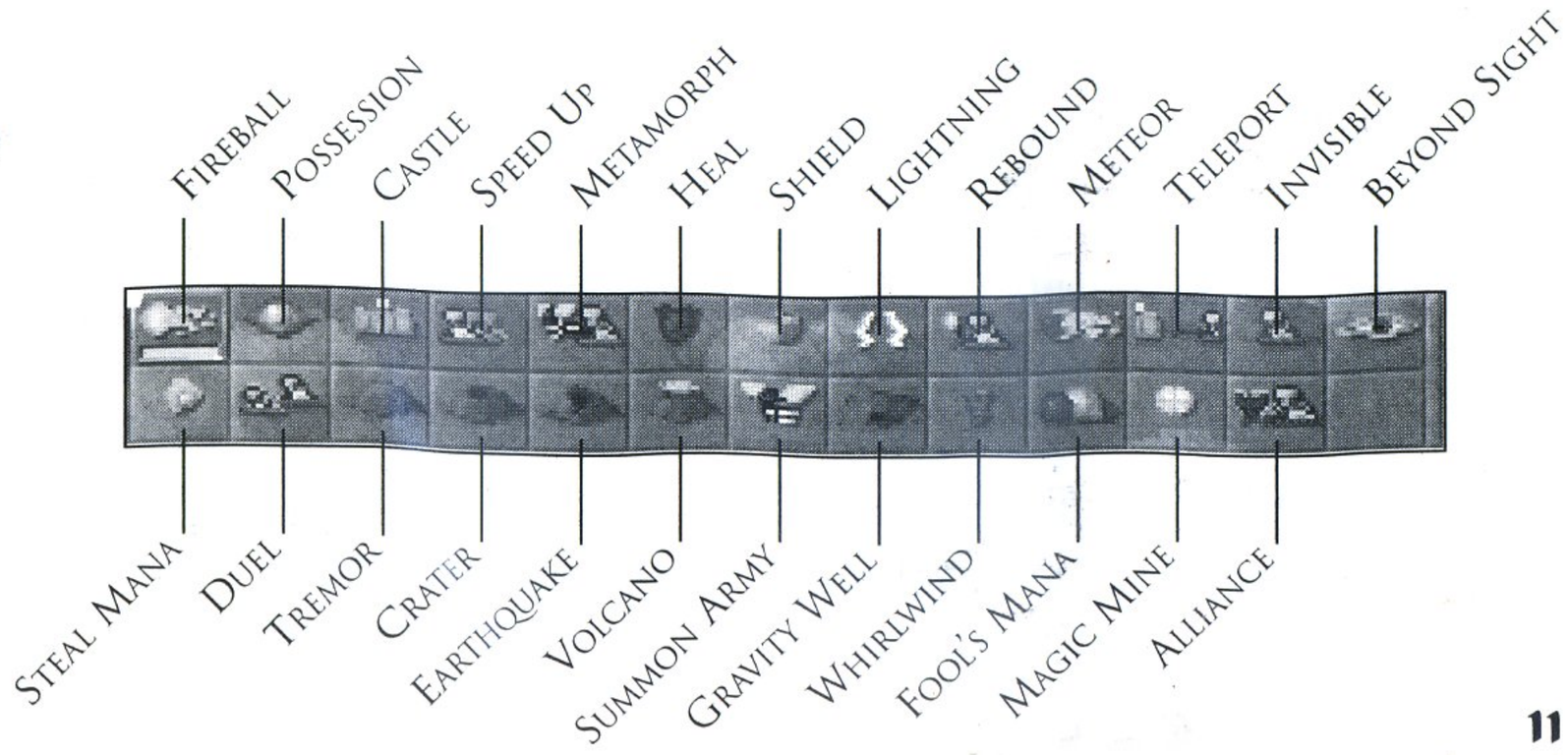
Spells are held within urns; to collect a spell simply fly over the urn. The new spell is then added to the Spells menu (see *The Spells Menu* on p. 16). Spells are cast using the **left** and **right** mouse buttons in combination with the **Shift** keys (see *Assigning Spells* on p. 16).

Note: The effect of some spells only lasts for a limited time before the spell must be re-cast.

Spell Experience

There are 25 basic spells, but each spell has three levels of power making 75 spells in all. The more powerful spell levels only become available when you've gained enough experience using a particular spell.

The spells are:
(basic spells in **bold**)



Fireball – Standard fireball spell launches a fiery ball of destructive energy at an enemy.

Rapid Fireball – A more effective version of the fireball spell.

Fire Storm – Wraps a fiery storm of energy around its target.

Possession – Take control of any free mana.

Mana Magnet – Within a set radius, this spell possesses and attracts all the surrounding mana.

Mana Lock – Prevents another player gaining possession of your mana, except with the same Mana Lock spell.

Castle – Creates a fortress in which all your possessed mana is gathered by hot air balloon. Additional castle spells can be cast on the same site, expanding the castle and launching more balloons.

Fire Tower – Adds outside wall turrets which launch rapid fireballs at creatures and other players who might attack your castle.

Lightning Tower – Same as Fire Tower, except the wall turrets fire bolts of lightning and have far more destructive capabilities.

Speed Up – Propel yourself out of trouble at double speed forward or backward, depending on your current direction of motion.

Super Speed – Gives you three times your ordinary rate of motion.

Super Speed Plus – This is the big one! Travel at four times normal speed, if you can handle it.

MetaMorph 1 – The first level MetaMorph spell turns you temporarily into a Bee (by day) or Firefly (on night missions). For details of each creature's capabilities, see *Beasts & Demons* on p. 17.

MetaMorph 2 – Alters your state into a Cymmerian.

MetaMorph 3 – Turns you into a mighty flying Wyvern.

Heal – Restores your health value by small increments.

Aid – A more powerful Heal spell, this lasts longer and adds some health points.

Constitution – Restores your health to its maximum value for a short period.

Shield 1 – Reduces any attack hit by 25%.

Shield 2 – Reduces any attack hit by 25%, but lasts twice as long.

Invulnerable – Provides complete defense against any single hit.

Lightning – Launches a bolt of lightning at an enemy.

Thunderbolt – Unleashes a storm of lightning, rather than a single bolt.

Thunderstorm – This spell produces a storm of twice the magnitude of the Thunderbolt spell.

Rebound 1 – Returns any incoming shot to the aggressor.

Rebound 2 – A double-duration version of the above.

Amplify – Doubles the damage value of any rebounded shot.

Meteor 1 – Hurl a massive rock at any hapless foe who crosses your path.

Meteor 2 – Same as above, but with twice the destructive energy.

Meteor 3 – Same as above, only more so.

Teleport 1 – Cast this spell to immediately return to your castle.

Teleport 2 – Cast this spell to immediately return to your castle. Cast it a second time and you're back at your original location.

Castle Port – Repeatedly cast this spell to move instantaneously between your current location, your own castle, and the castles of all your rival players.

Invisible – Cloaks you in a mask of invisibility for a time. However, as soon as you cast a spell you can be spotted by other players and monsters.

Possess Invisible – This version of the Invisible spell isn't canceled if you cast a Possession spell.

Attack Invisible – As the name implies, the highest level Invisible spell lets you use attack spells while remaining cloaked.

Beyond Sight – This spell allows you to see the positions of other players and any castle balloons.

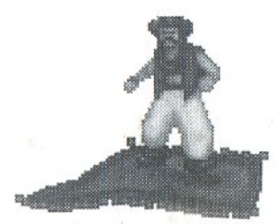
See Invisible – This spell removes any rival player's cloak of Invisibility.

True Sight – Gives you the combined power of Beyond Sight and See Invisible, allowing you to penetrate all the darkness that rival players have woven for themselves.

Steal Mana – Cast this at a rival player to steal a portion of their possessed mana.

Double Steal – Allows you to purloin twice the amount of mana from any player caught in its aura.

Ransack – This robs a tenth of the target player's castle mana, leaving unpossessed mana balls surrounding your own castle ripe for possession.



Alliance 1 – Makes all the creatures of the same species within a given radius fight on your side for a short time.

Alliance 2 – This level of the spell has a wider area of effect and a longer duration.

Alliance 3 – The highest level Alliance spell, this has the widest radius and the longest duration.

Duel – Casting this locks you onto the target player, so that your position automatically tracks that of the target.

Mana Drain – Same as above, but with the advantage of simultaneously draining mana and transferring it to you.

Health Drain – This level of the spell drains the target player of health and transfers it to your own health bar.

Tremor 1 – Produces an earth tremor that damages any player or creature within range.

Tremor 2 – This level of the Tremor spell has a larger radius and longer duration.

Tremor 3 – The ultimate Tremor spell produces the most violent vibrations with the largest radius and longest duration.

Crater 1 – Adds a big hole to the landscape, engulfing any land-based foe caught in its spell.

Crater 2 – Adds a great big hole to the landscape.

Crater 3 – Adds an absolutely huge hole to the landscape.

Earthquake 1 – More effective than Tremor, Earthquake opens a huge crevice at the feet of land-bound creatures.

Earthquake 2 – For a longer lasting, more powerful Earthquake, cast this.

Earthquake 3 – To make things really shake, rattle and roll.

Volcano 1 – Creates a small volcano that spits out only a little lava.

Volcano 2 – Creates a larger volcano that throws more lava up into the air.

Volcano 3 – Creates a towering inferno of a volcano that spews forth great rushing torrents of red hot lava.

Summon Army 1 – Cast the first level Summon Army spell and eight giant Bees (by day) or Fireflies (in night missions) will seek out and attack rival players and their castles.

Summon Army 2 – The second level spell puts four Cymmerians on your side, hunting down your opponents and damaging enemy castles.

Summon Army 3 – With this the most potent Summon Army spell you've two mighty Wyverns on your side, creating an awful lot of trouble for any who would oppose you.

Note: The creatures summoned by this spell disappear if there are no other wizards to fight in the vicinity.

Gravity Well 1 – This spell sucks creatures and rivals alike into oblivion.

Gravity Well 2 – A more damaging version of the above with a wider radius and longer duration.

Gravity Well 3 – The ultimate Gravity Well spell sucks more monsters than ever down to Hell.

Whirlwind 1 – Suck earthbound beasts into a whirling vortex by casting the Whirlwind spell.

Whirlwind 2 – A more damaging and long-lasting version of the aforementioned Whirlwind spell.

Whirlwind 3 – The most powerful and destructive of all the Whirlwind spells available to you.

Fool's Mana – Casting this creates a few balls of false mana that, when struck by a possession spell from an opponent, respond by firing a single fireball.

Rapid Fire Fool's Mana – Instead of a single fireball, the next level spell unleashes a stream of rapid fireballs at an unwary foe.

Lightning Fool's Mana – Like Fool's Mana only more so, this spell spits lightning at any deluded demon.

Magic Mine 1 – Launch this spell to deposit a Mine Node which is subsequently armed by firing an offensive spell at it (either Fireball, Lightning, Meteor, Whirlwind, etc.). Once armed, the mine is invisible to other players and will fire twice at any passing wizard within range. However, the node becomes inactive after a short period of time.

Magic Mine 2 – The second level spell fires four shots at passing opponents and is active for a longer period.

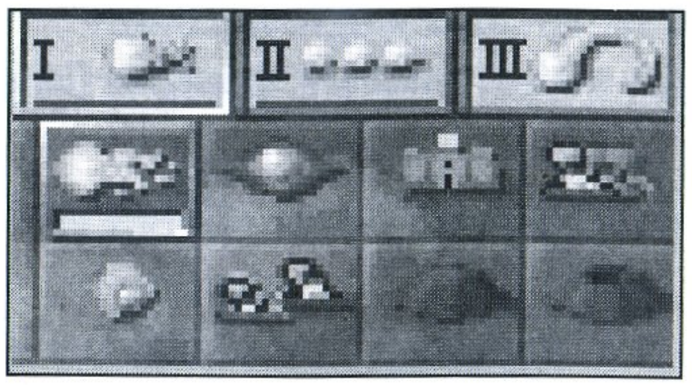
Magic Mine 3 – The third level Magic Mine delivers eight shots and has by far the longest life span.

The Spells Menu

To access the Spells menu during play, press and hold the **Control** key; the Spells menu opens at the bottom of the Game screen. There's a place in the Spells menu for all of the spells available in *Magic Carpet II*. You can assign any spell in the menu to either mouse button, and also cast them in combination with the **Shift** keys (see *Assigning Spells* below).

When you've selected and assigned the spell(s) you need, release **Control** and the Spells menu closes.

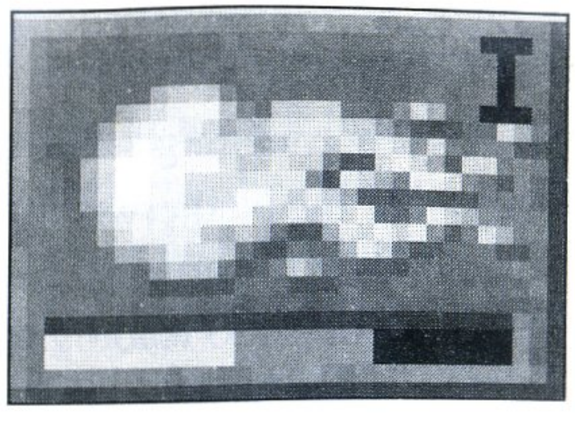
Assigning Spells



When cast, a spell homes in automatically on the nearest aggressive target, so the real trick is not aiming but selecting the right spell for the occasion. **To assign a spell to a mouse button**, open the Spells menu and highlight the desired icon with the cursor. As each spell has three levels, this opens three spell experience boxes; choose the level of spell power you require and then press either the **left** or **right** mouse button. On the Game screen the selected spell icon appears on the appropriate spell stone.

But two spells isn't nearly enough when all manner of terrors are closing in. To assign additional spells, highlight the required spell icon and hold down Shift. Press the left or right mouse button now and a small triangle appears in the spell icon. When in flight, you can cycle through these additional spells by holding down Shift and repeatedly pressing the left or right mouse buttons (depending upon which button the spell was assigned). When the spell icon you want appears on either spell stone, release Shift and cast it as normal.

Spell Mana



When a spell icon is highlighted in the Spells menu, a mana bar is revealed. A small white dot is added to the bar for every time the spell can be cast; the whole bar must be filled in gray before a dot is added. Some of the higher spells remain inactive in the Spells menu until you have built up a large amount of mana in your castle.

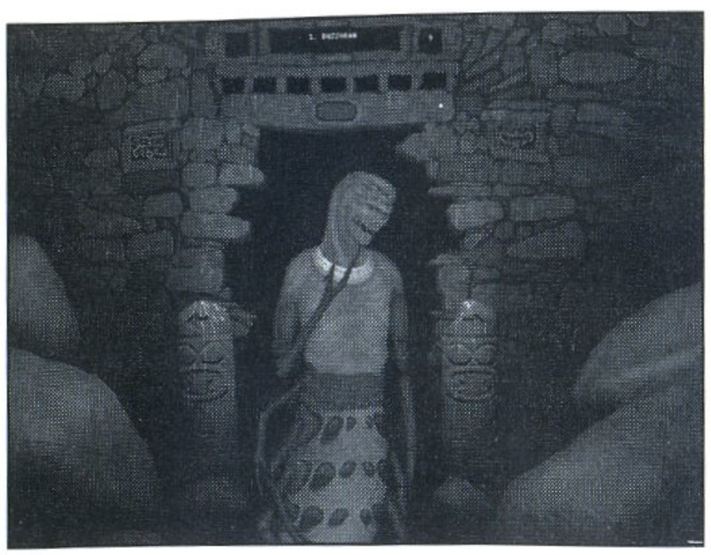
Beasts & Demons

Infesting the Netherworld are the numerous creatures Vissuluth has infected with his evil. Chief among all the hazards that will assail you, however, are the seven demonic Servants of Vissuluth who squabble over the scraps from their master's table and command the realms beyond his fortress walls. These seven were once mighty wizards in the overworld, but they used their powers to evil purpose and were thus damned to the Netherworld. Here they serve the Dark Lord and protect their own territory with ferocity.

As you fight your way ever nearer to the ultimate confrontation, the beasts become more ferocious and the demons better armed with deadly spells. So that you are not totally unprepared, there follows a description of each of your foes.

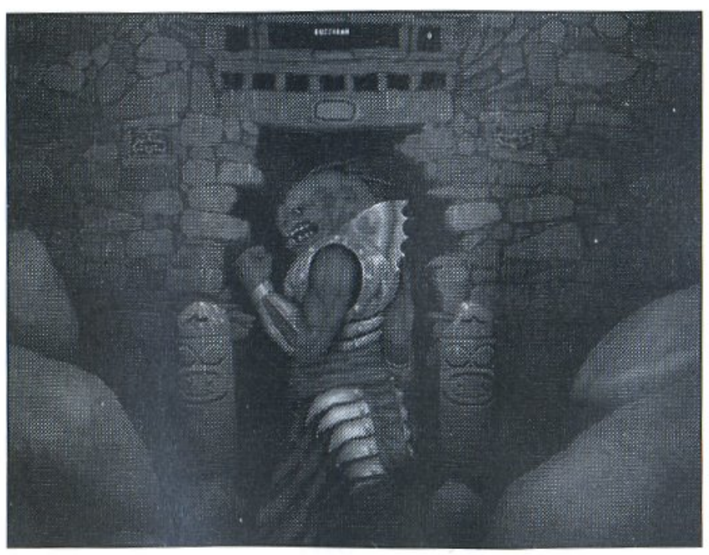
The Seven Servants of Vissuluth

Nyphur (The Shapechanger)



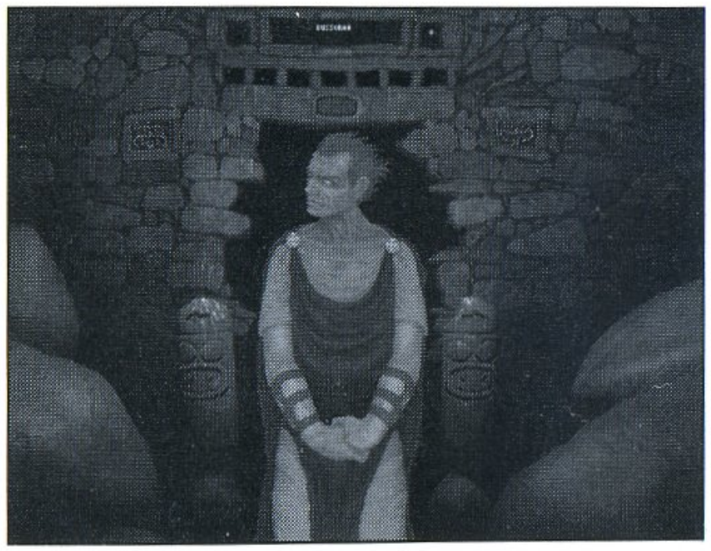
This shapechanging sorcerer is the first guardian of the outer realms of the Netherworlds. Though he is interminably sycophantic towards his master, he takes his duties seriously when it comes to leading the first line of defense against intruders. He usually takes the form of a giant spider with a human head, an appearance which strikes fear into the hearts of his opponents. A vein of pure cruelty also makes him a cunning and slippery foe. However, he often explores beyond the borderlands of his own realm, and the great distances he travels leave him vulnerable to attack.

Rahn (The Destructor)



Anarchy and violence are the hallmarks of this reptilian wizard, ruler of the outer realm of T'Klom. Rahn's predilection for chaos make him destined to remain near the bottom of the Netherworlds hierarchy. Vissuluth finds this servant amusing and capable but not reliable enough to take responsibility for the richer realms.

Jark (The Hunter)



To the manticores of the Black Plains, Jark is a god. His control over the beasts of his domain is such that they will die for him if he commands it. And in this role, Jark is satisfied. He seeks neither greater power over nearby realms nor more favor with his master, for his loyalty is unbounded. However, he despises the vicious rivalry between Nyphur and Rahn and occasionally commands a pack of his beloved manticores to raid their realms.

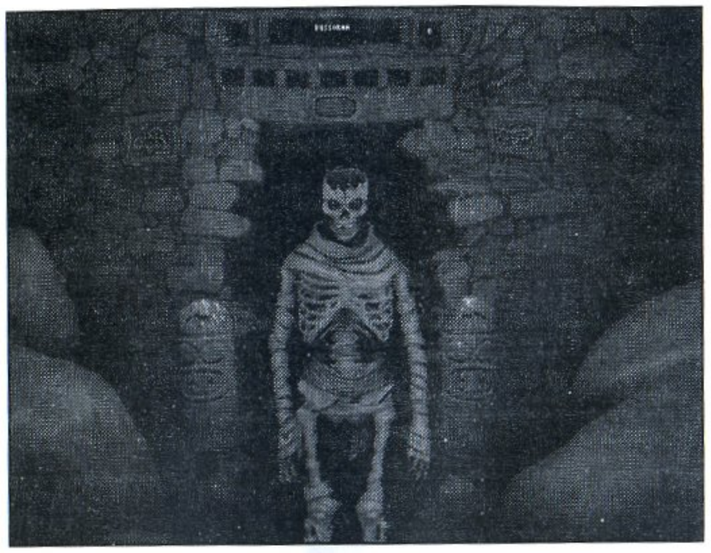
Belix (The Pitiless One)

Belix was the first mage to serve the Demon Lord and was rewarded with spells, powers and riches beyond the dreams of humankind. His greed grew with every trophy, every reward. Eventually, consumed with jealousy, the wizard attempted to steal Prish for himself. Using enchantments and trickery, he summoned her to his realm, imprisoned her and told Vissuluth she was dead. When his master discovered the deceit he ripped out Belix's eyes and tongue and implanted a single magic eye in the wizard's forehead, so that he would, in future, always see what Belix saw.

Elyssia (The Trainer)

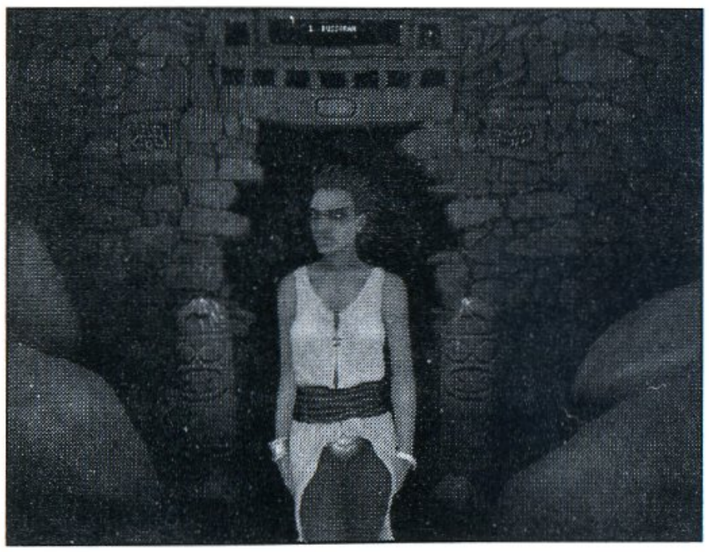
The name of Elyssia is remembered in the realms of mortals as the great strategist who nearly won the Wizard War. Indeed, for a short period she did rule the overworld. Eventually, she was defeated through sheer weight of numbers when other wizards, sensing the threat to their own survival, united against her. Nevertheless, she created many spells and still practices them. She makes an excellent general for Vissuluth and a terrible foe for anyone else.

Yragore



When he planned his war against humanity, The Demon Lord sought the most powerful wizard allies he could, alive or dead. One of the latter, who Vissuluth summoned from his grave, was Yragore, a true master warrior mage from the age of antiquity. It was Yragore who brought the wyverns of the Firestorm Mountains under Vissuluth's control. Yet, a desperate thief managed to steal the secret of the spell from Yragore and put a curse on the undead wizard which made him forget his loss. The thief perished on the treacherous mountain slopes Yragore now patrols in torment.

Prish



Queen of the Inner Realms, High Priestess of the Netherworlds and concubine of the Demon Lord himself, Prish is the most powerful sorceress in the realms. She rules, in Vissuluth's absence, through fear and an inexhaustible ruthlessness to which all inhabitants of the realms, whether they be mortal, monster or wizard, are treated equally.

The Beasts of the Netherworld

Archers

These possessed people wander each realm in groups and will attack on sight with flights of arrows.

Bees

Swarm together and attack both you and your castle. Bees are armed with stings, so must get close to inflict damage.

Castle Archers

Castle-bound archers don't wander the landscape but are tied to opposing fortresses which they defend with volleys of arrows whenever you fly close enough.

Cymmerians

Winged creatures that fly across the landscape in search if their prey. Cymmerians are fairly difficult to destroy and are armed with fireballs. However, when they die no mana remains but instead a group of tiny, fast-moving bugs is created. These bugs move across both land and water in search of your castle. Once found, they nibble at the stone castle walls causing relentless damage. These bugs are easily destroyed with a single hit, but move so fast that very accurate spell casting is required.

Devils

These small, horny devils leap across land and water. They attack with fireballs and are quite tricky to dispose of, as their erratic movements make accuracy of the utmost importance.

Dragons

Flying, segmented creatures capable of dodging simple spells although otherwise not too difficult to dispatch. They hunt alone and attack on sight with medium-strength fireballs.

Fireflies

Fly in swarms and won't attack unless you make the first move. When they do, their poison stings can be fairly powerful, but fireflies are easy to destroy.

Goats

Stupid creatures that wander the landscape in herds. They have no attack capability and are simple to kill, so are a good source of easy mana.

Hydras

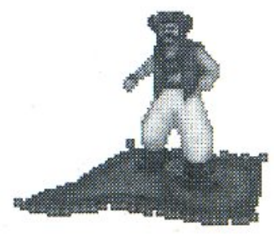
Large, multi-headed, ground-based beasts that attack on sight and are among the most difficult of all Vissuluth's creatures to kill. Each head must be destroyed before the whole creature dies, and each head and neck regenerates if the others aren't successfully neutralized within a short time. Hydras launch fairly powerful fireballs from every head, making them an awesome threat.

Leviathans

Water-based creatures that lurk on the surface of the sea until a target comes close. At this point a Leviathan submerges, only to rear up out of the murky depths to attack. Leviathans can inflict serious damage and are fairly hard to kill, especially when utilizing their watery element for cover.

Mana Worms

Composed of pure mana, these beasts drift with the air currents, cannot be destroyed and have no attack capability. However, a Mana Worm can be possessed by any player with a castle, making its way slowly to the possessor's fortress to be converted into castle mana. The longer the creature exists, the higher its mana value.



Manticores

Fast, land-based animals that wander the landscape in packs. They attack on sight, using a stun shot that temporarily slows down the player's reactions. These stun shots have a cumulative effect and, once you're stunned enough, the Manticore lunges to inflict a damaging wound. They are also relatively difficult to destroy.

Moon Dwellers

Existing high up in the atmosphere, Moon Dwellers search for mana balls on land which, once found, they descend to consume causing their own mana value to increase. Whilst feeding on mana they will attack any player in range with powerful lightning shots. When mana is scarce, they descend to lower altitudes where they can be seen and attacked. Moon Dwellers are hard to kill, although have a high mana value when eventually dealt with.

Sentinels

Composed entirely of rock, Sentinels are land-bound and slow-moving. They can see over great distances and may well attack players in range with powerful volleys of fireballs. Being made of stone, Sentinels are virtually indestructible.

Skeletons

Unless stopped, this skeletal scourge launch volley after volley of arrows at you and your castle. They hate the human archers who guard towns and villages, killing them to swell the ranks of this undead army.

Spiders

Fast-moving and hard to kill, Spiders roam the landscape in search of players to attack. They fire web shots which will temporarily immobilize you, allowing the Spider to lunge with its sting at lightning speed.

Troglodytes

Large cavern-dwellers that are incredibly strong and tough. They use huge boulders as ammunition, although their size makes them fairly immobile.

Worms

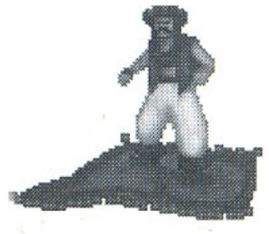
Recognizable by their segmented bodies, this earthbound menace is armed with fireballs that are capable of downing you and your carpet if you're not careful.

Wyvern

This flying nightmare makes a Dragon resemble a spring lamb. The Wyvern is armed with rapid fireballs and is immune to the Rebound spell. It attacks castles and even when beaten half to death can regenerate its power in a very short time.

Zombies

An army of the undead that roams the landscape looking for players from whom they can drain mana. Although easy to kill, the drain they put on a player's mana can render you unable to launch an attack. Zombies appear transparent until you're close enough to smell their putrid flesh, at which point they emerge in all their gory glory. Occasionally Zombies will steal spells and objects to further harass and irritate.



Appendix: the Domain of Vissuluth

Vissuluth is lord over a great tract of the Netherworld. His kingdom is divided into a number of realms, and it is here that you do battle with his bestial hordes and demonic wizard servants. This appendix gives you a brief description of the environment of each mission. Unfortunately, details of the hazards that they contain are known only to the Dark Lord himself.

Mission 1: Your first destination is the ancient city of Jahwl where the souls of the damned are housed. One of the poorly-defended outer realms, if this night mission causes problems you're obviously not up to the task at hand.

Mission 2: The island of Kopahk was once occupied by the great sorceress, Payahandra. However, the coming of Vissuluth deprived her of this haven and she fled, leaving behind a great store of spells. The island is now guarded by one of the Dark Lord's lesser demons.

Mission 3: The lair of the shapechanging demon Nyphur, which is stoutly defended. To attack him and his hordes by day, with only a few spells and little experience of the Netherworld, would be utter folly.

Mission 4: The Netherworld of the spiders is a claustrophobic cavern swarming with this web-spinning menace. Great rivers of molten lava illuminate the cavern walls an eerie red, while stalactites, stalagmites and narrow passages make maneuvering your magic mount difficult.

Mission 5: The outer Netherworld of T'Klom, where Nyphur and Rahn The Destructor fight for supremacy. You need to evade both as you fly among the islands of this realm, although the bright light of the Netherworld sun won't make this easy.

Mission 6: The Labyrinth of Lost Souls is the subterranean lair of the undead. Many have entered seeking the great power that is said to lie hidden there, but none have returned to tell of the terrors that the caverns hold. Will you be the first?

Mission 7: The Mountains of Perilium are guarded by three of Vissuluth's servants who jointly rule over the rocky peaks. Do not be distracted by the spectacular scenery, or you will surely plummet like a stone under a hail of spells. Attacking under the cloak of darkness should give you some chance of emerging triumphant.

Mission 8: The Black Plains are only accessible through tunnels beneath the mountains. Negotiate the caverns using the expert flying skills you have developed on previous cavern missions, but be warned – these tunnels are over-burdened with terrors.

Mission 9: The Black Plains are an area of barren rock ruled over by Jark the Hunter, Lord of the Middle Netherworlds, where the unblinking eye of the sun beats down relentlessly. Inhabiting this realm are dreadful beasts the like of which no living eye has ever seen. You would be mad to attempt a crossing of the plain, but there is no other way.

Mission 10: By the time you have negotiated the Black Plains it will be blackest night. The barren, hilly wastes of Cymmeria that loom ahead of you are a deadly place to visit after dark and you will need to guard your castle well against the strange creatures that abide there.

Mission 11: A night crossing of the Cymmerian Sea is your next task. Beware that which lurks beneath the waves and remember that there is no land you can fly over to relieve the onslaught from the briny deep.

Mission 12: Centuries ago, the Demon Lord entombed an army of wizards that had risen against him and forever entombed them in stone. You must now traverse the caverns where they have remained undisturbed for centuries. And after so long in torment, you can be certain they aren't the happiest of sorcerers.

Mission 13: The once beautiful Netherworld of Galiphur is a mountainous region where the snow-capped peaks glisten in the glorious sunshine. However, this realm is currently being ravaged by a war between the four wizard lords you have displaced from the outer realms. Divide and conquer.

Mission 14: The way to the Netherworld you seek has been lost in the violent eruptions of the Fire Peaks. You must negotiate the region with care, for this volcanic island is temperamental and great columns of liquid flame might down you and your trusty woven steed at any moment.

Mission 15: Beneath you lies the underground Netherworld of Zyggogg. From this dark and dread-ful place, Vissuluth selects the strongest creatures to join his army. You must now face an onslaught from some of the most vicious denizens of the Dark Lord's realm.

Mission 16: The deep Netherworld of Darklava, mining civilization of the ancient ones, is fraught with fresh perils. Stem the tide of destruction emanating from this dreadful hole.

Mission 17: The Arenas of the C'lannesh are infamous across the Netherworlds for the deadly sport which they provide. Now your enemies have arranged a special surprise for you that will push your flying and spell-casting skills to the limit.

Mission 18: The Firestorm Mountains are an imposing rocky edifice surrounded by desert plains. This region is ruled over by one of Vissuluth's more powerful servants who commands some of the Netherworld's most awesome creatures. It would be advisable to make your way across this fearful region under cover of night.

Mission 19: All of the Demon Lord's displaced servants, whom you have humiliated thus far with your unique skills, are preparing a night attack on you above a rocky wilderness. Let's hope you've had preparation enough to survive this onslaught.

Mission 20: The people have nowhere to run to, nor any place to hide and Vissuluth has turned his army on them. The Dark Lord knows that you will be unable to sit back and watch while the slaughter continues and plans to destroy you in broad daylight. Still, this is a challenge that you must accept.

Mission 21: You enter a maze of tunnels and unstable caverns where, at any moment, great rocks can come crashing down around you. As if this were not danger enough, the tunnels are home to a monstrous army gathered by one of Vissuluth's servants for the purpose of assaulting you.

Mission 22: Crossing the Valley of the Hydra by night is your only hope of reaching the capital of the Dark Lord's dominion alive. As you get closer to Vissuluth's fortress, the perils that may waylay you become ever more dreadful – you are nearing the ultimate test.

Mission 23: Dawn rises over the city of Jathnar, the teeming capital of Vissuluth's kingdom. From every stench-filled building, every blood-soaked tower come dreadful foes that defy description. There is nowhere in the entire Netherworld more accursed, and the mere sight of it will appall. Gird your loins and cast your judgment on this hive of evil.

Mission 24: Vissuluth's towering citadel is unapproachable as it is protected by a shield which none of your spells can penetrate. However, there are catacombs beneath the now-ruined city of Jathnar which might provide a point of entry. Do not imagine that your earlier subterranean encounters can have prepared you for what awaits you here.

Mission 25: At last you have achieved Vissuluth's citadel. This great fortress is at the heart of all his power, and it is here that his strength is at its pinnacle. Penetrate the pitch darkness in which the Dark Lord has cloaked himself and utilize all your flying abilities to fend off the frenzied horrors that assault you, before the ultimate encounter.

Welcome to Bullfrog Productions

If you haven't heard of Bullfrog Productions, where have you been for the last seven years? Believe it or not, as recently as 1989 the world hadn't been exposed to Populous, the revolutionary software program that made Bullfrog's name and single-handedly created the god sim genre overnight. Twenty different formats and world-wide sales in excess of three million later, Populous has become the stuff of industry legend. Yet it was only the first in a series of software smashes that has earned Bullfrog number one hit after number one hit: PowerMonger, Populous 2, Syndicate and Theme Park followed, and all enjoyed immense commercial success and critical acclaim.

The company's success is a monument to the efforts of Peter Molyneux and Les Edgar, who together founded Bullfrog Productions back in 1989. From a two-man operation the company has expanded and now has over 40 employees, with a policy of constantly strengthening the creativity and technical expertise of the Bullfrog team. It is this policy that has helped the company produce such consistently outstanding software.

As if more proof were needed, last year witnessed the first flight of Magic Carpet. A number one seller all over the planet, Magic Carpet was also voted Game of the Year in France and Germany, Title of the Year in Britain and helped Bullfrog earn the Developer of the Year and Innovation Awards at ECTS 1995. Now with Magic Carpet II they've topped the lot, producing a game that combines unprecedented playability with ultra-high-detailed graphics and superbly realistic flight dynamics.

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Project Leader: Alan Wright

Engine Programming: Glenn Corpes

Lead Programming: Alan Wright

Programming: Mark Lamport, Mark Adami

Lead Art: Eoin Rogan

Graphics & Art: Darren Thomas, Fin McGechie

Introductory Sequence: Chris Hill

Scripting: Sean Masterson

Level Design: Sean Masterson, Adrian Moore, Vince Farquharson, Barry Meade

Sound & Music: Russell Shaw

Voice Overs: Hugo Myatt

Technical Support: Kevin Donkin, Mike Burnham

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Package Design: Ken Cooke

Package Art Direction: Nancy Waisanen

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Playguide Layout: David Mauro

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